H6 Handy Recorder

Operation Manual

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Thank you very much for purchasing a ZOOM H6 Handy Recorder. The H6 has the following features.

- **Stereo mics can be changed according to use**
  You can switch mics according to the situation as you would switch lenses on an SLR camera. In addition to the XY mic, which can record targeted sounds with a sense of depth, other available capsules include an MS mic that allows stereo width to be adjusted freely, a shotgun mic for capturing sound from a specific point, and a TRS/XLR combo jack attachment.

- **Record up to 6 track at once**
  In addition to the swappable stereo mic (L/R input), the main unit has 4 XLR/TRS inputs (Inputs 1–4). Use these to simultaneously record a maximum of 6 tracks, including ambiance, narration, a stereo image and the voices of multiple performers, for example.

- **Advanced recording features**
  - The XY mic, which has newly-developed 14.6mm large diaphragm mics, records the full range of frequencies with good stereo placement.
  - Using the L/R input mics, you can simultaneously record a backup file with a recording level that is 12 dB less than the regular recording. You can use this backup recording if an unexpected loud noise should cause the regular recording to distort, for example.
  - Inputs 1–4 have increased maximum gain compared to previous models. In response to popular demand, they have independent PAD switches that allow them to easily handle +4dB input. They can also provide phantom power (+12V/+24V/+48V).
  - All input volume (gain) levels can be adjusted quickly by hand using dedicated knobs.

- **Useful operation features**
  - High-capacity SDXC cards can be used as recording media, allowing even longer recording times.
  - The color LCD is positioned to be easy to read even when mounted on an SLR camera.
  - In addition to the standard headphones output, a line output jack is built-in. This allows you to send the audio signal to a video camera or other device while monitoring with headphones.
  - When the H6 is connected by USB, in addition to card reader functions, it can be used as an audio interface that is either 2 IN and 2 OUT or 6 IN and 2 OUT (driver required for 6 IN use with Windows).
  - Of course, a tuner, a metronome and playback speed and pitch adjustments are included among the useful functions that are also found in other models in the H series.
  - A remote control (wired) can also be used.

Please read this manual carefully to fully understand the functions of the H6 so that you can make the most of it for many years. After reading the manual, please keep it with the warranty in a safe place.
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Names of parts

Left

- Input 1
- Input 2
- SD card slot
- VOLUME button
- POWER/HOLD switch
- PHONE jack

Front

- Input volume L/R
- Input volume 1
- Input volume 2
- Input volume 3
- Input volume 4
- PAD switches (1–4)
- XY mic
- MS mic or other capsule
- Track buttons and indicators (L, R, 1–4)
- Display
- Play/pause button & indicator
- Record button & indicator
- Stop button
- Back button
- Forward button

TIP: HOT
RING: COLD
SLEEVE: GND

1: GND
2: HOT
3: COLD

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Names of parts

**Right (back)**

- **Input 1**
- **Input volume L/R**
- **Input volume 1**
- **Input 2**
- **Input 3**
- **MIC/LINE input jack** (supports plug-in power)
- **Input 4**
- **Battery cover** (back)
- **Scroll button**
  - Up and down
  - Select menu items
  - Press: Confirm menu selection
- **MENU button**
  - Press:
    - Open menu,
    - Return to last screen
- **USB jack**

**Bottom**

- **LINE OUT jack**
- **REMOTE jack**
- **Speaker** (back)
- **Strap holes**
  - (can also be used with camera straps)
- **SD card slot**
- **PHONE jack**
- **POWER/HOLD switch**
- **Track buttons and indicators** (L, R, 1–4)
- **Select menu items**
  - Press: Confirm menu selection
- **Display**
- **Up and down**
- **Select menu items**
  - Press: Confirm menu selection
- **TIP: HOT**
- **RING: COLD**
- **SLEEVE: GND**
- **PLAY button**
- **PAUSE button**
- **STOP button**
- **Menu button**
- **Press: Open menu, Return to last screen**
- **USB jack**
  - 1: GND
  - 2: HOT
  - 3: COLD
- **TRS jack**
  - TIP: HOT
  - RING: COLD
  - SLEEVE: GND

**XLR**

- 1: GND
- 2: HOT
- 3: COLD
Mic overview

The H6 mic can be swapped for different applications. The L/R inputs from the mic are recorded on the L/R tracks.

**XY mic**

This has two crossing directional mics. By rotating the mics, you can switch the width of the recording field between 90° and 120°.

![XY mic diagram]

Features:
Newly-developed large diaphragm mics enable low and high frequencies to be recorded with good stereo placement while sounds in the center are captured clearly. This mic is ideal for recording at close and medium ranges when aimed at specific sound sources to capture a three-dimensional sound with natural depth and width. Use examples: solo performances, chamber music, live rehearsals, field recording

**NOTE**

The XY mic has a MIC/LINE input jack that can be used to connect an external mic or line-level device. This jack can also provide plug-in power to mics that use it. (→ P.88)

**MS mic**

This mic combines a unidirectional mid mic that captures sound from the center with a bidirectional side mic that captures sound from the left and right. By adjusting the side mic level, you can change the stereo width as you like. If you record in MS-RAW mode, you can adjust the side mic level after recording to change the stereo width.

![MS mic diagram]

Features:
This mic can capture a wide and detailed stereo image, making it ideal for recording wide open spaces with multiple sound sources. With the side mic off it can also be used for mono recording. Use examples with side mic off: interviews, narrations, meetings
Connecting and disconnecting mics

Mic connection

1. Remove the protective caps from the H6 main unit and the mic.

2. While pressing the buttons on the sides of the mic, connect it to the main unit, inserting the connector completely.

Mic disconnection

1. While pressing the buttons on the sides of the mic, pull it out of the main unit.

Note

- When disconnecting a mic, do not use too much force. Doing so could damage the mic or the main unit.
- Recording will stop if a mic is removed during recording.
- If a mic will not be attached for a long time, put on the protective cap.
Connecting mics/other devices to Inputs 1–4

In addition to the input (L/R) from an XY or MS mic, the H6 also has Inputs 1–4. These can be used together to record up to six tracks at one time. Mics, instruments and other equipment can be connected to Inputs 1–4 and recorded independently to tracks 1–4.

Connecting mics
Connect dynamic mics and condenser mics to the Input 1–4 XLR jacks. Phantom power (+12V/+24V/+48V) can be supplied to condenser mics. (→ P.87)

Connecting instruments/other devices
Connect keyboards and mixers directly to the Input 1–4 TRS jacks. Direct input of passive guitars and basses is not supported. Connect these instruments through a mixer or effects device, for example. Set the PAD switch to −20 when connecting a mixer or other device with a standard output level of +4dB.

Stereo inputs
By linking tracks 1 and 2 (or tracks 3 and 4) as a stereo tracks, Inputs 1/2 (or Inputs 3/4) can be used for stereo input. (→ P.22)
In this case, Input 1 (Input 3) becomes the left channel and Input 2 (Input 4) becomes the right channel.
Connection examples
The H6 allows you to record in a variety of configurations.

While filming
• L/R input mic: Main subject
• Shotgun/lapel mics connected to Inputs 1/2: Performer
• Mics connected to Inputs 3/4: Ambient sound

Concert recording
• L/R input mic: Performance on stage
• Inputs 1/2: Line outputs from mixer
• Mics connected to Inputs 3/4: Audience sound
Display overview

Home/Recording Screen

- Status icon
  - Stopped
  - Recording
  - Paused

- Folder name
- Monitoring volume
  (Monitoring mixer → P. 76)
- Low cut indicator (→ P. 74)
- Compressor/limiter indicator (→ P. 75)
- Phantom power indicator (→ P. 87)
- L/R track
  (Name of connected mic unit shown)
- Recording format
  (When using as an audio interface, computer or iPad setting shown)
- Recording time
- Name of project that will play when the button is pressed
  (when recording, name of project being recorded)
- Battery charge indicator
  - Full
  - Empty
- Pan sliders
  (Monitoring mixer → P. 76)
- Level meter
  (Recording input level)
- Tracks 1–4
- Recording format
  (→ P. 25)
- SD card icon and remaining recording time
- Phantom power voltage
  (→ P. 87)
**Playback Screen**

- **Status icon**
  - Playing back
  - Paused

- **Playback time**

- **Battery charge indicator**

- **Folder name**

- **Pan sliders**

- **Playback volume**

- **Pitch control**

- **L/R track**
  - (Name of connected mic unit shown)

- **Playback format**

- **Playback speed**
  - (→ P. 37)

- **Name of project playing back**

- **Level meter**
  - (playback level)

- **Tracks 1–4**

- **A-B repeat**
  - (→ P. 38)
  - (Shown when A and B points set)
Supplying power

Using batteries

1. Turn the power off and then remove the battery cover.

   ![Battery cover open and closed](image)

2. Install the batteries.

3. Replace the battery cover.

NOTE

- Use alkaline batteries or nickel-metal hydride batteries.
- If the battery indicator becomes empty, turn the power off immediately and install new batteries.
- Set the type of battery being used. (→ P. 19)
Using an AC adapter

1. Connect a USB cable to the USB jack.

2. Plug the adapter into an outlet.
**Loading an SD card**

1. Turn the power off and then open the SD card slot cover.

2. Insert the card in the slot.

   To eject an SD card:
   
   Push the card further into the slot and then pull it out.

**NOTE**

- Always turn the power off before inserting or removing an SD card. Inserting or removing a card while the power is on could result in data loss.
- When inserting an SD card, be sure to insert the correct end with the top side up as shown.
- When an SD card is not loaded, recording and playback are not possible.
- See “Formatting SD cards” (→ P.95)
Turning the power on and off

Turning the power on

■ Slide HOLD to the right.

Turning the power off

■ Slide HOLD to the right.

NOTE

- The first time you turn the power on after purchase, you must set the language (→ P. 17) and date/time (→ P. 18). You can also change these settings later.
- If “No SD Card!” appears on the display, confirm that the SD card is inserted properly.
- If “Card Protected!” appears on the display, the SD card write-protection is enabled. Slide the lock switch on the SD card to disable write-protection.
- If “Invalid Card!” appears on the display, the card is not correctly formatted for use with this recorder. Format the card or use a different card. See “Formatting SD cards” (→ P. 95)

NOTE

Keep holding the switch to the right until the ZOOM logo appears.
Using the hold function

The H6 has a hold function that can be used to disable the buttons in order to prevent accidental operation during recording.

Activating the hold function

■ Slide HOLD \( \text{hold} \) to the left.

Deactivating the hold function

■ Slide HOLD \( \text{hold} \) to the center.

NOTE

The hold function does not affect the remote control. Even when hold is active, the remote can still be used.
Setting the language*

The language shown on the display can be set to English or Japanese.

1. Press  

2. Use  to select “LANGUAGE”, and press .

3. Use  to select the language, and press .

*The first time you turn the power on after purchase, you must set the language and date/time.
Setting the date and time

When the date and time are set, the recorder can store accurate recording date and time information in files.

1. Press \[ \text{[0]} \].

2. Use \[ \text{[\uparrow]} \] to select “SYSTEM”, and press \[ \text{[\rightarrow]} \].

3. Use \[ \text{[\uparrow]} \] to select “Date/Time”, and press \[ \text{[\rightarrow]} \].

4. Set the date and time.

   - Changing settings

     Move cursor: Move \[ \text{[\uparrow]} \] up/down

     Select item: Press \[ \text{[\rightarrow]} \] then move \[ \text{[\uparrow]} \] up/down

     Confirm change: Press \[ \text{[\rightarrow]} \]

5. Press \[ \text{[0]} \] to complete the setting.

*The first time you turn the power on after purchase, you must set the language and date/time.
**Setting the type of battery used**

Set the type of battery used so that the amount of remaining battery charge can be shown accurately.

1. Press \( \text{(i)on} \).

2. Use \( \uparrow \downarrow \) to select “SYSTEM”, and press \( \rightarrow \).

3. Use \( \uparrow \downarrow \) to select “Battery”, and press \( \rightarrow \).

4. Use \( \uparrow \downarrow \) to select the type, and press \( \rightarrow \).
Recording process

The recording process includes the following steps. With the **H6**, a unit of recording/playback data is called a project.

1. **Set the recording format (WAV/MP3)** (→ P. 81)
   - When set to MP3, a stereo mix will be recorded regardless of the number of tracks.
   - You can also make automatic recording (→ P. 25), pre-recording (→ P. 27), backup recording (→ P. 30), low cut (→ P. 74), compressor/limiter (→ P. 73) and metronome (→ P. 72) settings, for example.

2. **Select recording tracks** (→ P. 22)
   - Use the track buttons to select. When the selected track indicator lights red, the input signal can be monitored.
   - Press two track buttons at the same time to use them as a stereo track (stereo link).

3. **Adjust input levels**
   - Use the **VU** for each input.
   - Adjust so that the level meter stays in the yellow when the loudest sound is input.
   - When connecting a device with a standard output level of +4 dB or the level stays too high for any other reason, set the PAD switch to −20.
   - You can also adjust the side mic level (when using an MS or stereo shotgun mic) (→ P. 29) and show the VU meters (→ P. 89), for example.

---

- Connect an XY mic or other mic capsule. (→ P. 07)
- Connect mics, instruments and other equipment to Inputs 1–4. (→ P. 08)

- Start recording: •
- Stop recording: •
- You can also make mark settings.
- Pause recording: ••

- Start playback: •
- Stop playback: •
- Make settings as desired for marks, AB repeat (→ P. 38), playback speed (→ P. 37), playback pitch (→ P. 41), playback mode (→ P. 40), and the project mixer (→ P. 42).

- You can overdub (→ P. 31), mix down to a stereo file (→ P. 48) and check project/file information, for example.

---

**Prepare to record**

**Record** (→ P. 20)

**Playack and check** (→ P. 34)

**Overdub and edit**

**Connect**

**Turn power on** (→ P. 15)
Folder and file structure

When recording with the H6, the following folders and files are created on the SD card.

A folder named ZOOM0001 – ZOOM9999 is created for each project.
Basic recording

1. Press the button of the track that you want to record.

HINT
- The indicator of the selected track button lights red.
- If you press track button 2 while pressing and holding track button 1, tracks 1/2 will become a stereo track (stereo link). Tracks 3/4 can be made into a stereo track in the same way. Stereo links can also be deactivated in the same way. The L/R track stereo link, however, cannot be deactivated.

HINT
- When recording, files are created for each selected track button as follows.

<table>
<thead>
<tr>
<th>Tracks recorded</th>
<th>File name</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>L/R track</td>
<td>ZOOMnnnn-LR</td>
<td>Stereo file</td>
</tr>
<tr>
<td>Mono track</td>
<td>ZOOMnnnnn_Tr1</td>
<td>Mono file</td>
</tr>
<tr>
<td>(for track 1)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stereo track</td>
<td>ZOOMnnnnn_Tr34</td>
<td>Stereo file</td>
</tr>
<tr>
<td>(for tracks 3/4)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: “nnnn” in the file name is the project number
- All the files that are created during the same recording are managed by the H6 as a single project unit.
2. Turn the knob for the selected input to adjust the input level.

**HINT**
- Adjust so that the peak level stays around −12dB.
- You can change the recording format. (→ P. 81)
- You can cut noise from wind and other sources during recording. (→ P. 74)

3. Press the select button to start recording.

4. Press to add a mark.

5. Press to pause.

**NOTE**
When recording is paused, a mark is added at that point.

6. Press to stop recording.

**NOTE**
- A maximum of 99 marks can be added to a single project.
- During recording if the file size exceeds 2 GB a new file will be created automatically in the same project and recording will continue without pause. When this happens, numbers will be added to the ends of the file names: “-0001” for the first file, “-0002” for the second file and so on.
Recording

Selecting the folder where projects are saved

Choose one of ten folders as the folder where new recorded projects will be saved.

1. Press ．

2. Use  to select “PROJECT LIST”, and press ．

3. Use  to select the folder where you want to save new projects, and press ．

4. Press  to confirm the folder selection and return to the Home Screen.
Recording automatically

Recording can be started and stopped automatically in response to the input level.

1. Press \( \text{REC} \).

2. Use \( \text{REC} \) to select “REC”, and press \( \text{REC} \).

3. Use \( \text{REC} \) to select “Auto Rec”, and press \( \text{REC} \).

4. Use \( \text{REC} \) to select “On/Off”, and press \( \text{REC} \).

Recording can be started and stopped automatically in response to the input level.
**Recording automatically** (continued)

5. Use \[\uparrow\downarrow\] to select “On”, and press \[\rightarrow\\].

6. Return to the Home Screen, and press \[\square\] to put the recorder into standby.

7. Press \[\square\] to exit standby or stop recording.

**NOTE**
For details, see “Changing automatic recording settings.” (→ P. 82)

**HINT**
When the input exceeds the set level (shown on the level meters), recording starts automatically. You can also set the recording to stop automatically when the input goes below a set level. (→ P. 83)
Pre-recording

By setting the recorder to constantly capture the input signal, you can start recording two seconds before pressing the ◄ button. This is useful when, for example, a performance starts suddenly.

1. Press ◄.

2. Use ↑↓ to select “REC”, and press →↓↓.

3. Use ↑↓ to select “Pre Rec”, and press →↓↓.


NOTE
The Auto Rec and Pre Count functions cannot be used at the same time as this function.
Counting in before recording

The recorder metronome can be used to count in before starting recording.

1. Press \( \text{REC} \).

2. Use \( \uparrow \downarrow \) to select “TOOL”, and press \( \rightarrow \).

3. Use \( \uparrow \downarrow \) to select “Metronome”, and press \( \rightarrow \).

4. Use \( \uparrow \downarrow \) to select “Pre Count”, and press \( \rightarrow \).

5. Use \( \uparrow \downarrow \) to select the count number, and press \( \rightarrow \).

NOTE

The Auto Rec and Pre Rec functions cannot be used at the same time as this function.
Before using the MS mic to record, you can adjust the side mic level (stereo width). Do this when the Home Screen is open.

- Move up and down to adjust.

- Side Mic Level: RAW

- Side Mic Level: +6

- Side Mic Level: 0

- Side Mic Level: -12

- Side Mic Level: Off

**NOTE**

- Set to Off, −24 to +6 dB, or RAW.
- When recording in RAW mode, during playback move up and down to adjust the side mic level.
- RAW mode can be selected only when the WAV format is used for recording.
Backup recording  L/R input and WAV format only

When using the L/R input, in addition to the recording at the set input level, the recorder can also record a separate file at a level 12dB below. This backup can be used if the recording level was set too high, causing distortion, for example.

1. Press [REC].

2. Use \( \uparrow \downarrow \) to select “REC”, and press \( \rightarrow \).

3. Use \( \uparrow \downarrow \) to select “Backup Rec”, and press \( \rightarrow \). When using the L/R input, in addition to the recording at the set input level, the recorder can also record a separate file at a level 12dB below. This backup can be used if the recording level was set too high, causing distortion, for example.

4. Use \( \uparrow \downarrow \) to select “On”, and press \( \rightarrow \).

HINT
- If the name of the original file is, for example, “ZOOM0001_LR.wav”, the name of the backup file will be “ZOOM0001_BU.wav”.
- You can play backup files. (→ P.60)
Overdubbing

You can add recordings to an already recorded project.

1. Press \[ \text{rec} \].

2. Use \[ \uparrow \downarrow \] to select “PROJECT MENU”, and press \[ \leftarrow \rightarrow \].

3. Use \[ \uparrow \downarrow \] to select “Overdub”, and press \[ \leftarrow \rightarrow \].

4. Press the track button until the indicator lights red for the track to be overdubbed.

5. Turn \[ \text{Input Level} \] to adjust the input level.

HINT

You can also adjust the mixer (volume/pan), low cut filter and compressor/limiter as needed.

6. To monitor already recorded tracks, press their track buttons so their indicators light green.

NEXT

YOU CAN ADD RECORDINGS TO AN ALREADY RECORDED PROJECT.

WAV format only
Overdubbing (continued) WAV format only

7. Press  to start recording.

8. Press  to stop recording.

HINT
- You can change the stereo link setting even during overdubbing.
- Overdub files and volume, pan and stereo link settings are saved in units called “takes.” You can change settings and record multiple takes.
  Then, when stopped you can press  to select the previous take or press  to select the next take.
- A maximum of 99 takes can be recorded.
- If you want to monitor the input sound of the track while playing back an already recorded track, press the button for the track that you want to monitor so that its indicator lights orange and then press.
- If the playback speed of a project is set to any value other than 100%, tracks cannot be overdubbed (their indicators will not light red).

9. Press  to stop overdubbing.

When you play back or edit an overdubbed project, the last selected take will be used.

NOTE
Two digit take numbers are added to the ends of track names to create file names for overdubbed recordings as in, for example, “ZOOM0001_LR_01.WAV.”
Basic playback

1. Press \( \Rightarrow \) to start playback.

- Controls during playback
  - Select project/move to mark: Use \( \Leftarrow \) and \( \Rightarrow \)
  - Search forward/backward: Press and hold \( \Leftarrow / \Rightarrow \)
  - Pause/resume playback: Press \( \Rightarrow \)
  - Adjust volume: Press \( \Rightarrow \) (+/-)
  - Add marks: Press \( \Rightarrow \)
  - Change side mic level: Move \( \Rightarrow \) up and down

**HINT**
- The longer you press and hold \( \Leftarrow \) or \( \Rightarrow \), the faster searching backward/forward becomes.
- During playback you can press track buttons to unmute (lit green) and mute (unlit) tracks.
2. Press [•] or [•] to return to the Home Screen.
Select the playback project from the list

1. Press 0.

2. Use  to select “PROJECT LIST”, and press ↳.

3. Use  to select the folder, and press ↳.

4. Use  to select the project you want to play back, and press ↳.

The selected project will start playing back.

NOTE
After playback completes, playback might continue depending on the playback mode. (→ P. 40)
Changing the playback speed

You can adjust the playback speed in a range from 50% to 150% of normal.

1. Press \( \text{Play} \).

2. Use \( \uparrow \downarrow \) to select “PROJECT MENU”, and press \( \rightarrow \downarrow \).

3. Use \( \uparrow \downarrow \) to select “Playback Speed”, and press \( \rightarrow \downarrow \).

4. Use \( \uparrow \downarrow \) to adjust the playback speed, and press \( \rightarrow \downarrow \).

Playback will occur at the adjusted speed.

**NOTE**
This setting is saved separately for each project.
**Repeat playback of a set interval (AB repeat)**

You can repeat playback between two set points.

1. Press 0.

2. Use ▼ to select “PLAY”, and press ▶.

3. Use ▼ to select “AB Repeat”, and press ▶.

4. Use ▼ to select the A point icon, and press ▶.

5. Use ▼ and ▼ to find the starting point for repeat playback. You can also press ▶ to search while playing back.

6. Use ▼ to select the B point icon. Then, set the repeat playback ending point.
7. Press \( \text{Play} \) to open the playback screen.

Repeat playback will start between the set points.

**NOTE**

During repeat playback, AB repeat will end if you press \( \text{Previous} \) or \( \text{Next} \) to select a different project.
Changing the playback mode

You can set the playback mode.

1. Press \[ \text{Play} \].

2. Use \[ \text{Up/Down} \] to select “PLAY”, and press \[ \text{Enter} \].

3. Use \[ \text{Up/Down} \] to select “Play mode”, and press \[ \text{Enter} \].

4. Use \[ \text{Up/Down} \] to select the mode, and press \[ \text{Enter} \].

NOTE

<table>
<thead>
<tr>
<th>Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Play All</td>
<td>Play all the projects in the current folder.</td>
</tr>
<tr>
<td>Play One</td>
<td>Play only the selected project.</td>
</tr>
<tr>
<td>Repeat One</td>
<td>Play the selected project repeatedly.</td>
</tr>
<tr>
<td>Repeat All</td>
<td>Play all the projects in the current folder repeatedly.</td>
</tr>
</tbody>
</table>

You can set the playback mode.
Changing the playback pitch (key)

The pitch can be changed in semitones for each track separately while keeping the same playback speed.

1. Press \[ \text{ [] } \].

2. Use \[ \text{ [] } \] to select “PROJECT MENU”, and press \[ \text{ [] } \].

3. Use \[ \text{ [] } \] to select “Project Mixer”, and press \[ \text{ [] } \].

4. Use \[ \text{ [] } \] to select the track for which you want to change the pitch (key), and press \[ \text{ [] } \].

5. Use \[ \text{ [] } \] to set the playback pitch (key), and press \[ \text{ [] } \].

**NOTE**
This can be set between \[ \text{ ♭6 and ♯6} \].

Playback will occur with the changed pitch.

**HINT**
This pitch setting is saved separately for each project.
You can use the Project Mixer to adjust the balance of the playback tracks.

1. Press \[ \text{Playback} \].

2. Use \[ \text{Mixing} \] to select “PROJECT MENU”, and press \[ \text{Mixing controls} \].

3. Use \[ \text{Project Mixer} \] to select “Project Mixer”, and press \[ \text{Select parameter to change:} \].

4. Change parameters as desired.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Setting range</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Volume</td>
<td>Mute, −48.0 – +12dB (in 0.5dB increments)</td>
<td>Adjusts track volume</td>
</tr>
<tr>
<td>Panning</td>
<td>L100 – CENTER – R100</td>
<td>Adjusts left–right position of sound.</td>
</tr>
<tr>
<td>Pitch (key)</td>
<td>♭ 6 − # 6</td>
<td>Adjusts playback pitch without changing playback speed.</td>
</tr>
</tbody>
</table>
5. Press to listen to the project without mixer adjustments.
Pressing this button turns the mixer settings on and off.

**NOTE**
- Mix settings are saved with each project separately and applied during playback.
- Use the Monitor Mixer to adjust the balance when monitoring inputs. (→ P.76)
Checking project information

You can check information about the selected project.

1. Press [Project].

2. Use [|^|] to select “PROJECT MENU”, and press [\|].

3. Use [|^|\|\|] to select “Information”, and press [\|\|] to view information about the project.

   Use [|^|\|\|] to scroll down to see information hidden below the bottom of the screen.
Checking track marks

A list of marks in the recorded project can be shown.

1. Press [0].

2. Use [D] to select “PROJECT MENU”, and press [D].

3. Use [D] to select “Mark List”, and press [D] to open the mark list.

Mark user added
Mark added when a gap occurred in the sound during recording
Changing project names

1. Press \[\text{proj}\].

2. Use \[\uparrow\downarrow\] to select “PROJECT MENU”, and press \[\rightarrow\rightarrow\].

3. Use \[\uparrow\downarrow\] to select “Edit”, and press \[\rightarrow\rightarrow\].

4. Use \[\uparrow\downarrow\] to select “Rename”, and press \[\rightarrow\rightarrow\].

5. Change the name.

- Controls when changing names
  Move cursor/change character: Move \[\uparrow\downarrow\] up/down
  Select character/confirm change: Press \[\rightarrow\rightarrow\]

6. Press \[\text{OK}\] to complete the setting.

NOTE
- The following characters can be used in project names.
  (space) !#$% &'()+,-0123456789;=@ABCDEFGHIJKLMNOPQRSTUVWXYZ\[\ ]\[\_\]`abcdefghijklmnopqrstuvwxyz\{\}~
- A project name cannot be only spaces.
Mixing down a project  WAV format only

You can mix down a project that has been recorded using WAV format into a stereo file (WAV or MP3).

1. Press  

2. Use 
   to select
   “PROJECT MENU”,
   and press  

3. Use 
   to
   select “Mixdown”,
   and press  

4. When mixing down a project you can change the formats by using 
   to select “Select Format”,
   and press  

5. Use 
   to select the format, and press  

NOTE
You can only select WAV formats that have the same sampling frequency and bit rate as the selected project.
6. Use \(\text{上下键}^{\uparrow\downarrow}\) to select “Execute”, and press \(\text{执行键}^{\text{OK}}\) to start the mixdown.

**NOTE**
- The mixdown file will be created in the same folder.
- If the SD card does not have enough open capacity, the recorder will return to the Mixdown screen.
- The file created by the mixdown will be named after the original project with a three digit number added to the end, as in “ZOOM0001_ST001”. If you mix down the same project again, this number will increase by one.
- During mixdown, the volume, pan and track status (button) settings made using the project mixer (→ P. 42), as well as the playback speed (→ P. 37), will affect the sound of the mixdown.
Normalizing tracks  WAV format only

If the volume of a project recorded using WAV format is too low, you can increase the overall level of the file.

1. Press 0.

2. Use ↑↓ to select “PROJECT MENU”, and press →↓.

3. Use ↑↓ to select “Edit”, and press →↓.

4. Use ↑↓ to select “Normalize”, and press →↓.

5. Use ↑↓ to select the track that you want to normalize.

NOTE
- You cannot select a track that has no recorded file.
- If you select “All”, all tracks that have files will be normalized.
6. Use ↑↓ to select “Yes”, and press → to start normalization.

NOTE
When normalized, the level of the entire file will be increased by the same amount so that the peak level is 0 dB
Dividing projects

You can divide a project into two new projects at any point.

1. Press 0.

2. Use △ to select “PROJECT MENU”, and press →↓.

3. Use △ to select “Edit”, and press →↓.

4. Use △ to select “Divide”, and press →↓.

5. Set the division point.

- Controls when dividing
  - Move point: Use ← and →
  - PLAY/pause: Press ■
  - Confirm point: Press ○
6. Use \[ \text{[Up/Down] button} \] to select “Yes”, and press \[ \text{[Left/Right] button} \].

**NOTE**
- After dividing a project, the part before the division point will be given the same name as the original project with “A” added to the end. The part after the point will have “B” added to the end of its name.
- If you have made additional recordings and have multiple takes, the current take will be divided. All other takes will be saved with the original project.
- The original take is deleted.
Trimming project beginnings and ends

You can delete (trim) unnecessary beginnings and endings of recorded projects. To do so, you will set the beginning and ending points of the part to be kept.

1. Press \[ \text{ } \].

2. Use \( \text{ } \) to select “PROJECT MENU”, and press \( \).

3. Use \( \text{ } \) to select “Edit”, and press \( \).

4. Use \( \text{ } \) to select “Trim”, and press \( \).

5. Use \( \) to select the starting point icon.

6. Use \( \) and \( \) to find the starting point.

You can also press \( \) to search while playing back.

7. Use \( \) to select the ending point icon. Then, set the ending point in the same manner.
8. Press ( ).

9. Use ( ) to select “Yes”, and press ( ) to trim the project.

**NOTE**
If you have made additional recordings and the project has multiple takes, the current take will be trimmed.
Deleting one project
You can delete unneeded projects.

1. Press 0.

2. Use \[\text{\textarrow}}\text{\textarrow} to select “PROJECT MENU”, and press \[\text{\textarrow}].

3. Use \[\text{\textarrow} to select “Trash”, and press \[\text{\textarrow}].

4. Use \[\text{\textarrow} to select “Delete”, and press \[\text{\textarrow}].

5. Use \[\text{\textarrow} to select “Yes”, and press \[\text{\textarrow}].

NOTE
Deleting projects cannot be undone.
Deleting all projects in a folder

You can delete all the projects in one folder at the same time.

1. Press \[ \text{Delete} \].

2. Use \[ \text{Up/Down} \] to select “PROJECT MENU”, and press \[ \text{Enter} \].

3. Use \[ \text{Up/Down} \] to select “Trash”, and press \[ \text{Enter} \].

4. Use \[ \text{Up/Down} \] to select “Delete All Projects”, and press \[ \text{Enter} \].

5. Use \[ \text{Up/Down} \] to select “Yes”, and press \[ \text{Enter} \].

**NOTE**

Deleting projects cannot be undone.
Rebuilding a project

If a project is missing necessary files or is damaged, you can try rebuilding it.

1. Press \( \square \).

2. Use \( \uparrow \downarrow \) to select “PROJECT MENU”, and press \( \rightarrow \).

3. Use \( \uparrow \downarrow \) to select “Rebuild”, and press \( \rightarrow \).

4. Use \( \uparrow \downarrow \) to select “Yes”, and press \( \rightarrow \) to rebuild the project.

**HINT**

A project will not play back if, for example, you accidentally disconnect the adapter while recording or use a computer to delete a setting file that is necessary for the project. In such cases, rebuilding the project might repair it so it can be used again.
Recording a project voice memo

You can add a voice memo to a project.

1. Press \( \text{ RECORD } \).

2. Use \( \uparrow \downarrow \) to select “PROJECT MENU”, and press \( \text{ ENTER } \).

3. Use \( \uparrow \downarrow \) to select “Voice Memo”, and press \( \text{ ENTER } \).

4. Record the memo.
   - Start recording: Press \( \text{ RECORD } \).
   - Stop recording: Press \( \text{ STOP } \).

5. Play the memo.
   - Start playback: Press \( \text{ PLAY } \).
   - Stop playback: Press \( \text{ STOP } \).

HINT

- Each time you press \( \text{ RECORD } \), the voice memo is overwritten.
- Voice memos are recorded using the stereo mic connected to the L/R input. It cannot be recorded using Inputs 1–4.
- The file name of the voice memo will be in the format of “ZOOM0001_VM”.
- The voice memo file format is 128kbps MP3.
Playing backup files

If you have made a backup recording, you can play the backup file instead of the normal file.

1. Press \[ \text{button} \].

2. Use \[ \text{up-down buttons} \] to select “PROJECT MENU”, and press \[ \text{right button} \].

3. Use \[ \text{up-down buttons} \] to select “Backup File”, and press \[ \text{right button} \].

4. Use \[ \text{up-down buttons} \] to select “On”, and press \[ \text{right button} \].

In this state, when you press \[ \text{play button} \], the backup file will play back instead of the normal file for track L/R.

WAV format only
Data exchange with computers (card reader)

By connecting with a computer, you can check and copy data on the SD card.

1. Press \( \text{USB} \).

2. Use \( \text{USB} \) to select “USB”, and press \( \text{USB} \).

3. Use \( \text{USB} \) to select “SD Card Reader”, and press \( \text{USB} \).

4. Connect the H6 to the computer using a USB cable.

NOTE
If you want to power the unit using the computer’s USB bus, connect the cable while the H6 power is off, and then turn it on.
5. Follow the procedures for your computer when you want to disconnect.

Windows:
Use “Safely Remove Hardware” to select the **H6**.

Macintosh:
Drag-and-drop the **H6** icon into the trash.

**NOTE**
- Always follow these procedures before disconnecting the USB cable.

6. Disconnect the cable from the computer and the **H6**, and then press **[ ]**.
Using as an audio interface

You can send signals input through the **H6** directly to a computer or iPad as well as output signals from that device through the **H6**.

1. Press 🎉.

2. Use ▲▼ to select “USB”, and press →.

3. Use ▲▼ to select “Audio Interface”, and press →.

4. Use ▲▼ to select “Stereo Mix” or “Multi track”, and press →.

5. Use ▲▼ to select “PC/Mac”, “PC/Mac using battery power” or “iPad using battery power”, and press →.

**NOTE**
- Set to “Stereo Mix”; it is a 2 in/2 out interface. Set to “Multi Track”; it is a 6 in/2 out interface.
- With an iPad, use Stereo Mix mode. It will not work with Multi Track mode.
- When using Stereo Mix mode you can use the recorder’s mixer to mix all track inputs to stereo. (→ P. 68)
- When using Windows, a driver is necessary to use Multi Track mode. You can download this driver from the ZOOM website (www.zoom.co.jp).

**HINT**
- When using a computer that does not provide enough power through its USB bus and when using phantom power, select “PC/Mac using battery power”.
- The “iPad using battery power” setting uses the batteries in the recorder.
6. Connect the H6 to the computer or iPad using a USB cable.

NOTE
A Lightning to USB Camera Adapter or Lightning to USB 3 Camera Adapter is necessary to connect to an iPad.

HINT
See “Audio interface settings.” (→ P.66)

7. Press  to disconnect.

8. Use  to select “EXIT”, and press .

9. Use  to select “Yes”, and press .

10. Disconnect the cable from the computer or iPad and the H6, and then press .
Audio interface settings

When using the **H6** as an audio interface, you can make the following settings. Refer to each section for details.

### Making direct monitoring settings

Sound that is input to the **H6** can be output directly before it passes through the connected computer or iPad. This enables monitoring without latency.

1. Press \[ophys\].

2. Use \[ophys\] to select “INPUT&OUTPUT”, and press \[ophys\].

3. Use \[ophys\] to select “Direct Monitor”, and press \[ophys\].

4. Use \[ophys\] to select “On”, and press \[ophys\].

#### Input settings

- Low cut filter (→ P.74)
- Compressor/limiter (→ P.75)
- Direct monitoring (→ P.66)
- MS-RAW monitoring (→ P.78)
- Phantom power (→ P.87)
- Plug-in power (→ P.88)
- Loop Back function (→ P.67)
- Mixer (→ P.68)
- VU meters (→ P.89)

#### Tool

- Tuner (→ P.70)
Using Loop Back (in stereo mix mode)
When in stereo mix mode, you can mix the sound from the computer or iPad with the sound input in the H6 and send it back to the computer or iPad again (loop back). This can be used, for example to add narration to a musical backing track playing on the computer and then record using software on the computer or stream it live via the Internet.

1. Press \[ \text{[Hold]} \].

2. Use \[ \text{[A]}/\text{B} \] to select “INPUT&OUTPUT”, and press \[ \text{[Set]} \].

3. Use \[ \text{[A]}/\text{B} \] to select “Loop Back”, and press \[ \text{[Set]} \].

4. Use \[ \text{[A]}/\text{B} \] to select “On”, and press \[ \text{[Set]} \].
Audio interface settings (continued)

Mixing the inputs
You can adjust the mix of the inputs. The results of this mix are input to a computer or iPad. When in stereo mix mode, the resulting stereo mix is sent.

1. Press \( \text{Func} \).

2. Use \( \uparrow \downarrow \) to select “INPUT&OUTPUT”, and press \( \rightarrow \uparrow \downarrow \).

3. Use \( \uparrow \downarrow \) to select “Mixer”, and press \( \rightarrow \uparrow \downarrow \).

4. Change the parameter settings as desired.

   - Mixing controls
     
     Move cursor/change value: Move \( \uparrow \downarrow \) up/down
     
     Select parameter to change: Press \( \rightarrow \uparrow \downarrow \)

5. Press \( \text{Func} \) to listen to the project without mixer adjustments.

   Pressing this button turns the mixer settings on and off.

   HINT
   
   The same mix settings are saved and used for both stereo mix and multi track modes.
Using the tuner

The input signal can be used to tune an instrument.

1. Press 

2. Use 
   to select “TOOL”,
   and press .

3. Use 
   to select “Tuner”,
   and press .

4. Use 
   to select the tuning type,
   and press .

5. Use 
   to change the standard pitch.

HINT

The standard pitch can be set in a range between 435Hz–445Hz.
6. For all tuner types except chromatic, you can use 
[left arrow] and [right arrow] to change the pitch (drop tuning).

**HINT**
You can drop the tuning by up to three semitones.

7. Press a track button to select the input to use.

8. Use the tuner according to the type as follows

- **Chromatic tuner**
The input is detected automatically and the name of the nearest note and the pitch inaccuracy are shown.

- **Guitar/bass tuner**
The number of the string you are tuning is automatically detected, allowing you to tune them one at a time.

<table>
<thead>
<tr>
<th>Tuner type</th>
<th>String number/note name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guitar</td>
<td>E</td>
</tr>
<tr>
<td>Bass</td>
<td>G</td>
</tr>
<tr>
<td>Open A</td>
<td>E</td>
</tr>
<tr>
<td>Open D</td>
<td>D</td>
</tr>
<tr>
<td>Open E</td>
<td>E</td>
</tr>
<tr>
<td>Open G</td>
<td>D</td>
</tr>
<tr>
<td>DADGAD</td>
<td>D</td>
</tr>
</tbody>
</table>
Using the metronome

Use the metronome to count in before recording or as a click track.

1. Press [ ].

2. Use [ ] to select “TOOL”, and press [ ].

3. Use [ ] to select “Metronome”, and press [ ].

4. Use [ ] to select a menu item, and press [ ].
   - Select “Click”
   - Use [ ] to set when the metronome is active, and press [ ].
   - Select “Pre Count” (→ P.28)
   - Select “Tempo”
   - Use [ ] to set the speed, and press [ ].
■ Select “Sound”
Use [▲▼] to set the sound,
and press [▲▼].

■ Select “Pattern”
Use [▲▼] to set the pattern,
and press [▲▼].

■ Select “Level”
Use [▲▼] to set the
metronome volume, and
press [▲▼].
Reducing noise (low cut filter)

Use the low-cut filter to reduce wind noise and vocal pops, for example.

1. Press  

2. Use  to select “INPUT&OUTPUT”, and press .

3. Use  to select “Lo Cut”, and press .

4. Use  to select the track you want to apply the low cut filter to, and press .

5. Use  to select the cutoff frequency of the low cut filter, and press .
Using the input compressor/limiter

Use the compressor/limiter to raise low-level input signals and lower high-level input signals.

1. Press (⑧).

2. Use ☐ to select “INPUT&OUTPUT”, and press (⑧). 

3. Use ☐ to select “Comp/Limiter”, and press (⑧).

4. Use ☐ to select the track you want to affect, and press (⑧).

5. Use ☐ to select the type of compressor/limiter, and press (⑧).

### Setting | Explanation
--- | ---
Off | Compressor/limiter OFF
Comp1 (General) | Standard compressor
Comp2 (Vocal) | Compressor for vocals
Comp3 (Drum) | Compressor for drums and percussion
Limiter1 (General) | Standard limiter
Limiter2 (Concert) | Limiter for live performances
Limiter3 (Studio) | Limiter for studio recording
Adjusting the input signal monitoring mix

You can adjust the level and panning of each input signal for the monitoring mix.

1. Press \( \text{[on]} \).

2. Use \( \text{[up/down]} \) to select “INPUT&OUTPUT”, and press \( \text{[select]} \).

3. Use \( \text{[up/down]} \) to select “Monitor Mixer”, and press \( \text{[select]} \).

4. Change parameters as desired.

   - Mixing controls
     - Move cursor/change value: Move \( \text{[up/down]} \)
     - Select parameter to change: Press \( \text{[select]} \)

   - Parameter Setting range Explanation
     - Volume Mute, −48.0 – +12dB (in 0.5dB increments) Adjusts track volume
     - Panning L100 – CENTER – R100 Adjusts left–right position of sound.

   **NOTE**
   - The use of volume and panning settings only affect the monitoring signal. They do not affect the recorded data.
   - Use the Project Mixer to adjust the balance during playback. (→ P. 42)

5. Press \( \text{[listen]} \) to listen to the project without mixer adjustments.

Pressing this button turns the mixer settings on and off.

**NOTE**
These mix settings are saved with each recorded project separately. Mix settings can also be applied during playback. (→ P. 42)
Monitoring the input signals of specified tracks (SOLO mode)

You can monitor the input signals of specified tracks using SOLO mode.

1. Press and hold the buttons of the tracks that you want to monitor.

   The indicators for the selected track keys will light orange.

   The input signals of the selected tracks will be output from the PHONE and LINE OUT jacks.

   **NOTE**
   - SOLO mode can only be used with tracks that have input signals (indicators lit red).
   - To monitor L/R tracks (mic input), press and hold either the L or the R button.
   - Even when monitoring in SOLO mode, the inputs of tracks that have names shown in red on the display are being recorded.

   **HINT**
   - When monitoring, press and hold another track button to add that track to the signals monitored.
   - Even when monitoring in SOLO mode, the automatic recording function will operate in response to the input levels of all tracks.

2. Press the button of a track being monitored to end SOLO mode.

   The indicators for all tracks being input will light red, and the input signals of other tracks will also be output.

   **HINT**
   - You can also exit SOLO mode by pressing \( \text{□} \) to open the settings screen and then returning to the Home Screen.
**Monitoring MS-RAW signals**  
**MS-RAW mode only**

When recording in MS-RAW mode, you can monitor the mid mic input through the left channel and the side mic input through the right channel.

1. Press \( \text{[Monitor]} \).

2. Use \( \text{[Up/Down]} \) to select “INPUT&OUTPUT”, and press \( \text{[Right]} \).

3. Use \( \text{[Up/Down]} \) to select “MS-RAW Monitor”, and press \( \text{[Right]} \).

4. Use \( \text{[Up/Down]} \) to select “RAW”, and press \( \text{[Right]} \).

**NOTE**
Select “Stereo” if you want to monitor with an ordinary stereo mix.
Converting MS format input signals to ordinary stereo

Signals from an MS format stereo mic input through Inputs 1/2 or Inputs 3/4 can be converted to an ordinary stereo signal.

1. Press \( \text{\textbullet} \)  \( \text{\textbullet} \).

2. Use \( \text{\uparrow}\downarrow \) to select "INPUT&OUTPUT", and press \( \text{\textbullet} \)  \( \text{\textbullet} \).

3. Use \( \text{\uparrow}\downarrow \) to select "MS Matrix", and press \( \text{\textbullet} \)  \( \text{\textbullet} \).

4. Use \( \text{\uparrow}\downarrow \) to select the tracks to convert, and press \( \text{\textbullet} \)  \( \text{\textbullet} \).

5. Use \( \text{\uparrow}\downarrow \) to select an item, and press \( \text{\textbullet} \)  \( \text{\textbullet} \).

   ▪ Turn "On/Off"

   Use \( \text{\uparrow}\downarrow \) to select "On" and press \( \text{\textbullet} \)  \( \text{\textbullet} \).

   NOTE

When set to On, the selected tracks will be converted into stereo tracks.
Converting MS format input signals to ordinary stereo (continued)

- Set "Mid Level"

Use \[\uparrow \downarrow\] to set the level of the mid mic, which captures the center sound, and press [0].

**HINT**
Mid Level can be set to mute and in a range from −48.0 to +12.0 dB.

- Set "Side Level"

Use \[\uparrow \downarrow\] to set the level of the side mic, which captures the sound to the left and right, and press [0].

**HINT**
Side Level can be set to mute and in a range from −48.0 to +12.0 dB.

- Selecting the "Track Setting"

Use \[\uparrow \downarrow\] to select Mid and Side assignments for Inputs 1/2 (or 3/4), and press [0].
**Setting the recording format**

Set the format according to the desired audio quality and file size.

1. Press [Rec].

2. Use \(\uparrow\downarrow\) to select “REC”, and press \(\rightarrow\) \(\uparrow\downarrow\).

3. Use \(\uparrow\downarrow\) to select “Rec Format”, and press \(\rightarrow\) \(\uparrow\downarrow\).

4. Use \(\uparrow\downarrow\) to select the desired format, and press \(\rightarrow\) \(\uparrow\downarrow\).

**NOTE**

- Use the WAV format for recording high-quality audio.
- The MP3 format reduces file size through compression, which also reduces the audio quality. Use this format if you need to conserve space on the SD card to store many recordings, for example.
- When recording in MP3 format, a single stereo MP3 file will be created regardless of the number of tracks selected. You can use the monitoring mixer to adjust the balance of all the tracks in the stereo mix. (→ P.76)
Changing automatic recording settings

You can set the input levels that cause automatic recording to start and stop.

1. Press [REC].

2. Use \( \uparrow \downarrow \) to select “REC”, and press \( \rightarrow \) \( \rightarrow \).

3. Use \( \uparrow \downarrow \) to select “Auto Rec”, and press \( \rightarrow \) \( \rightarrow \).

4. To set the recording starting level, use \( \uparrow \downarrow \) to select “Set Start & Stop Level”, and press \( \rightarrow \) \( \rightarrow \).

5. Use \( \uparrow \downarrow \) to select “Start Level”, and press \( \rightarrow \) \( \rightarrow \).

6. Use \( \uparrow \downarrow \) to set the start level, and press \( \rightarrow \) \( \rightarrow \).

Recording will start automatically when the input level exceeds the set level.

NOTE
In step 5, you can also choose “Stop Level”.

Enabling automatic stopping

1. To set the automatic stopping time, use \( \text{\textdownarrow\textuparrow} \) to select “Auto Stop”, and press \( \text{\textdownarrow\textuparrow} \).

2. Use \( \text{\textuparrow\textdownarrow} \) to set the stop time, and press \( \text{\textdownarrow\textuparrow} \).

3. Set the stop level in the same manner as the start level.

When the input level goes below the set level, recording will stop automatically after the amount of time set in step 2 above.
Outputting tone signals when starting and stopping recording (sound marker function)

When starting and stopping recording, the H6 can output tone signals (sound markers). When recording audio for video with the H6, by inputting tone signals into the camera recording, aligning the audio with the video will be easier.

1. Press \( \text{REC} \).

2. Use \( \uparrow \downarrow \) to select “REC”, and press \( \rightarrow \).

3. Use \( \uparrow \downarrow \) to select “Sound Marker”, and press \( \rightarrow \).

4. Use \( \uparrow \downarrow \) to select a menu item and press \( \rightarrow \).

- **Setting the “Mode”**

  Use \( \uparrow \downarrow \) to select the conditions for outputting sound markers, and press \( \rightarrow \).

  **NOTE**

  Markers will not be output when the overdubbing or voice memo functions is in use.

- **Setting the “Sound”**

  Use \( \uparrow \downarrow \) to select the type of sound marker, and press \( \rightarrow \).

- **Setting the “Level”**

  Use \( \uparrow \downarrow \) to set the sound marker level and press \( \text{REC} \).
Lowering the line output level

You can lower the output level of the LINE OUT jack. Use this when the output signal of the LINE OUT jack is input to the external mic input jack of an SLR camera or another connector with high input gain.

1. Press \( \text{SEL} \).

2. Use \( \uparrow \downarrow \) to select "INPUT&OUTPUT" and press \( \text{SEL} \).

3. Use \( \uparrow \downarrow \) to select "Line Out Level" and press \( \text{SEL} \).

4. Use \( \uparrow \downarrow \) to set the output level of the LINE OUT jack and press \( \text{SEL} \).

NOTE
This setting does not affect the output level of the PHONE jack.
Setting how projects are named

You can change the type of name that is automatically given to a project.

1. Press ①.

2. Use ↑↓ to select "REC", and press →↓.

3. Use ↑↓ to select "Project Name", and press →↓.

4. Use ↑↓ to select the type, and press →↓.

NOTE
- Project names are created in the following formats.
  - Default: ZOOM0001-ZOOM9999
  - Date: YYMMDD-HHMMSS (Example: 130331-123016)
- The “Date” format uses the recording starting time.
Changing the phantom power setting

Inputs 1–4 can provide phantom power of +12V, +24V or +48V.

1. Press [ ].

2. Use \[ \uparrow \downarrow \] to select “INPUT&OUTPUT”, and press \[ \uparrow \downarrow \].

3. Use \[ \uparrow \downarrow \] to select “Phantom”, and press \[ \uparrow \downarrow \].

4. Use \[ \uparrow \downarrow \] to select a menu item, and press \[ \uparrow \downarrow \].

- Select “ON/OFF”
  Use \[ \uparrow \downarrow \] to select the input you want to set, and press \[ \uparrow \downarrow \].

- Use \[ \uparrow \downarrow \] to select “On”, and press \[ \uparrow \downarrow \].

- Select “Voltage”
  Use \[ \uparrow \downarrow \] to select the desired voltage, and press \[ \uparrow \downarrow \].

Inputs 1–4 can provide phantom power of +12V, +24V or +48V.
Using plug-in power

When using a mic that uses plug-in power, make the following setting before connecting it to the MIC/LINE input jack of the XY mic.

1. Press 0.

2. Use ↑↓ to select “INPUT&OUTPUT”, and press →↓.

3. Use ↑↓ to select “Plugin Power”, and press →↓.

Using VU meters to check input levels

The virtual VU meters can be used to check input levels.

1. Press 0.

2. Use ↑↓ to select “INPUT&OUTPUT”, and press ↕↓.

3. Use ↑↓ to select “VU Meter”, and press ↕↓.

4. Use ✡ to adjust input levels and check them here.

5. Use ↑↓ to adjust the reference that is used for 0VU.

HINT

The reference level can be set between –20 dBFS and –10 dBFS. The dBFS unit represents the loudness of the signal in dB with 0 dBFS being the maximum recordable value for the digital data.
Setting the display to save power

You can set the display backlight to dim or turn off when no operation is conducted for 30 seconds in order to save power.

1. Press \[ \text{\textcolor{red}{[}} \text{\textcolor{red}{\text{}}]} \text{.} \\

2. Use \[ \text{\textcolor{red}{[}} \text{\textcolor{red}{\text{}}]} \text{ to select “SYSTEM”,} \\
   \text{and press } \text{\textcolor{red}{[}} \text{\textcolor{red}{\text{}}]} \text{.} \\

3. Use \[ \text{\textcolor{red}{[}} \text{\textcolor{red}{\text{}}]} \text{ to select “Backlight”,} \\
   \text{and press } \text{\textcolor{red}{[}} \text{\textcolor{red}{\text{}}]} \text{.} \\

4. Use \[ \text{\textcolor{red}{[}} \text{\textcolor{red}{\text{}}]} \text{ to select “Power Saving”,} \\
   \text{and press } \text{\textcolor{red}{[}} \text{\textcolor{red}{\text{}}]} \text{.} \\

5. Use \[ \text{\textcolor{red}{[}} \text{\textcolor{red}{\text{}}]} \text{ to select the desired setting,} \\
   \text{and press } \text{\textcolor{red}{[}} \text{\textcolor{red}{\text{}}]} \text{.} \\

\textbf{NOTE}

When using an AC adapter, this setting has no effect.
Adjusting the display brightness

1. Press \[ \text{Menu} \].

2. Use \[ 
\begin{align*} & \uparrow \downarrow \\ \end{align*}
\] to select “SYSTEM”, and press \[ \text{Enter} \].

3. Use \[ 
\begin{align*} & \uparrow \downarrow \\ \end{align*}
\] to select “Backlight”, and press \[ \text{Enter} \].

4. Use \[ 
\begin{align*} & \uparrow \downarrow \\ \end{align*}
\] to select “Brightness”, and press \[ \text{Enter} \].

5. Use \[ 
\begin{align*} & \uparrow \downarrow \\ \end{align*}
\] to select the desired brightness, and press \[ \text{Enter} \].
Checking the firmware versions

You can check the software versions used by the H6.

1. Press \( \text{[Menu]} \).

2. Use \( \uparrow \downarrow \) to select “SYSTEM”, and press \( \rightarrow \).

3. Use \( \uparrow \downarrow \) to select “Software Version”, and press \( \rightarrow \) to open a screen where you can view the firmware versions.
Restoring the default settings

You can restore the unit to its factory default settings.

1. Press \[ \text{[} \text{H6 Handy Recorder} \text{]} \text{.} \]

2. Use \[ \text{[} \uparrow \downarrow \text{]} \text{ to select “SYSTEM”,} \]
   and press \[ \text{[} \rightarrow \text{]} \text{.} \]

3. Use \[ \text{[} \uparrow \downarrow \text{]} \text{ to select “Factory Reset”,} \]
   and press \[ \text{[} \rightarrow \text{]} \text{.} \]

4. Use \[ \text{[} \uparrow \downarrow \text{]} \text{ to select “Yes”,} \]
   and press \[ \text{[} \rightarrow \text{]} \text{ to restore the default settings.} \]

   The power will automatically turn off.

**NOTE**

Input level settings are not reset.
Checking SD card open space

1. Press \( \text{MENU} \).

2. Use \( \text{\textup{Cursor up/down}} \) to select "SD CARD", and press \( \text{\textup{Input}} \).

3. Use \( \text{\textup{Cursor up/down}} \) to select "SD Card Remain", and press \( \text{\textup{Input}} \) to see the amount of remaining open space on the card.
Formatting SD cards

SD cards must be formatted by the H6 for use with it.

1. Press \(\text{○} \). \[Image\]

2. Use \[Image\] to select “SD CARD”, and press \[Image\]. \[Image\]

3. Use \[Image\] to select “Format”, and press \[Image\]. \[Image\]

4. Use \[Image\] to select “Yes” and press \[Image\] to format the SD card. \[Image\]

**NOTE**
- If you use an SD card that has been formatted by a computer or that you have purchased, you must format it using the H6 before it can be used with the unit.
- Be aware that all data previously saved on the SD card will be deleted when it is formatted.
Testing SD card performance

SD card compatibility with the H6 can be tested.

1. Press $\text{\textcircled{1}}$.

2. Use $\text{\textcircled{2}}$ to select “SD CARD”, and press $\text{\textcircled{3}}$.

3. Use $\text{\textcircled{4}}$ to select “Performance Test”, and press $\text{\textcircled{5}}$.

4. Start a quick test.
   The test should take about 30 seconds.

   **NOTE**
   Press $\text{\textcircled{6}}$ to cancel.

5. The quick test completes.
   The test result and a screen allowing execution of a full test, along with the amount of time required, will be shown.

6. To execute a full test,
   use $\text{\textcircled{7}}$ to select “Yes”, and press $\text{\textcircled{8}}$.
7. Start a full test.
This will test all writable areas on the card.
Pause/resume test: Press
Cancel test: Press

8. The test completes.
The result of the evaluation will be shown.
If the access rate MAX reaches 100%, the card will fail (NG).

NOTE
Even if a performance test result is "OK", there is no guarantee that writing errors will not occur. This information is just to provide guidance.
Updating the firmware

The H6 can be updated to the latest firmware versions.

1. Copy the version update file to the root directory of the SD card.

2. Insert the SD card into the H6. Then, turn the power on while pressing  

3. Use  to select “Yes”, and press  to update the firmware.

4. After the firmware update completes, turn the power off.

NOTE
- Updating the firmware is not possible when the remaining battery power is too low. If this is the case, install new batteries or use an AC adapter.
- In the unlikely event that a firmware update should fail, conduct the procedures from the beginning to update the firmware again.
Using SD cards from older H series recorders

An SD card that has been used in an older ZOOM H series recorder can be read and used by the **H6**. The files will be moved on the card so that the **H6** can use them.

1. Insert the SD card, and then turn the power on.

2. Use ↑↓ to select “Yes”, and press →↓ to move the files.

**NOTE**

- If a file with the same name already exists in a destination location, movement will not be possible until the file name is changed.
- After files are moved, they will not be recognized by older H series recorders.
- Cards used by **H1, H2, H2n, H4, H4n** and **H4n Pro** recorders are supported.
Using a remote control

By using a remote control, you can operate the H6 from a distance.

- Connect the remote control to the H6 REMOTE jack.

  The buttons on the remote control correspond to the buttons on the H6 main unit.

**HINT**

The remote control buttons function even when the H6 hold function is active.
If you think that the H6 is not operating properly, please check the following first.

**Recording/playback trouble**

◆ **There is no sound or output is very quiet**
  - Check the connections to your monitoring system and its volume setting.
  - Confirm that the volume of the H6 is not too low.

◆ **The recorded sound cannot be heard or is very quiet**
  - If you are using an XY mic or other mic capsule, confirm that it is oriented correctly.
  - Check the input level settings. (→P.20)
  - If a CD player or other device is connected to an input jack, raise the output level of that device.

◆ **Recording is not possible**
  - Confirm that the SD card has open space. (→P.94)
  - If “Hold is On” appears on the display, the hold function is enabled. Disable the hold function. (→P.16)

**Other trouble**

◆ **The H6 is not recognized by a computer when connected by USB**
  - Check that the OS of the computer is compatible.
  - A USB operation mode must be selected on the H6 to allow a computer to recognize it. (→P.62)
## Specifications

<table>
<thead>
<tr>
<th>Recording media</th>
<th>Cards that support SD/SDHC/SDXC specifications</th>
</tr>
</thead>
<tbody>
<tr>
<td>XY mic (XYH-6)</td>
<td></td>
</tr>
</tbody>
</table>

### Inputs

<table>
<thead>
<tr>
<th>L/R inputs</th>
<th>XY mic (XYH-6)</th>
<th>Mic type</th>
<th>Directional</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Sensitivity</td>
<td>–41 dB, 1 kHz at 1 Pa</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Input gain</td>
<td>–∞ to 46.5 dB</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Maximum sound pressure input</td>
<td>136 dB SPL</td>
<td></td>
</tr>
<tr>
<td></td>
<td>MIC/LINE IN stereo mini jack</td>
<td>Input gain: –∞ to 46.5 dB</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Input impedance: 2 kΩ</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Plug-in power: 2.5V supported</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Inputs

<table>
<thead>
<tr>
<th>INPUTS 1 – 4</th>
<th>Mic type</th>
<th>Directional</th>
</tr>
</thead>
<tbody>
<tr>
<td>XLR/TRS combo jacks (XLR: 2 hot, TRS: TIP hot)</td>
<td>Input gain (PAD OFF)</td>
<td>–∞ to 55.5 dB</td>
</tr>
<tr>
<td>XLR/TRS combo jacks (XLR: 2 hot, TRS: TIP hot)</td>
<td>Input gain (PAD ON)</td>
<td>–∞ to 35.5 dB</td>
</tr>
<tr>
<td>XLR/TRS combo jacks (XLR: 2 hot, TRS: TIP hot)</td>
<td>Input impedance</td>
<td>1.8 kΩ or more</td>
</tr>
<tr>
<td>XLR/TRS combo jacks (XLR: 2 hot, TRS: TIP hot)</td>
<td>Maximum allowable input level</td>
<td>+22 dBu (PAD ON)</td>
</tr>
<tr>
<td>XLR/TRS combo jacks (XLR: 2 hot, TRS: TIP hot)</td>
<td>Phantom power</td>
<td>+12/+24/+48V (can be turned ON/OFF independently for INPUTS 1–4)</td>
</tr>
<tr>
<td>XLR/TRS combo jacks (XLR: 2 hot, TRS: TIP hot)</td>
<td>Equivalent input noise (EIN)</td>
<td>–120 dBu or less</td>
</tr>
</tbody>
</table>

### Outputs

| Output jack | LINE OUT stereo mini jack (rated output level –10 dBu when output load impedance is 10 kΩ) |
| PHONE OUT stereo mini jack (20 mW + 20 mW into 32Ω load) |
| Built-in speaker | 400 mW/8 Ω mono speaker |

### Recording formats

| WAV setting | Supported formats | 44.1/48/96kHz, 16/24-bit, mono/stereo, BWF format |
| MP3 setting | Supported formats | 48–320 kbps |
|             | Maximum simultaneous recording tracks | 8 tracks (6 tracks + backup stereo recording) |
|             | Maximum simultaneous recording tracks | 2 tracks |

### Recording time

| With 2GB card | 3:08:00 (44.1kHz/16-bit WAV) |
| 34:43:00 (128kbps MP3) |
| Display | 2” full-color LCD (320 x 240) |
### Specifications

#### USB

<table>
<thead>
<tr>
<th>Mass storage class operation</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Class: USB 2.0 High Speed</td>
<td></td>
</tr>
</tbody>
</table>

#### Audio interface operation: multi track mode (Note: Use with Windows requires a driver, but Macintosh does not)

<p>| |</p>
<table>
<thead>
<tr>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Class: USB 2.0 High Speed</td>
</tr>
<tr>
<td>Specifications: 6 in/2 out, 44.1/48kHz/96kHz sampling rate, 16/24-bit bit rate</td>
</tr>
</tbody>
</table>

#### Audio interface operation: stereo mode

<p>| |</p>
<table>
<thead>
<tr>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Class: USB 2.0 Full Speed</td>
</tr>
<tr>
<td>Specifications: 2 in/2 out, 44.1/48kHz sampling rate, 16-bit bit rate</td>
</tr>
</tbody>
</table>

Note: Use as an iPad audio interface supported (stereo mode only)

Note: USB bus power operation possible

#### Approximate continuous recording times when using battery power (in hours and minutes)

<table>
<thead>
<tr>
<th>Recording mode</th>
<th>Alkaline batteries</th>
</tr>
</thead>
<tbody>
<tr>
<td>XY mic, 44.1kHz/16-bit (stereo x 1)</td>
<td>21:00</td>
</tr>
<tr>
<td>XY mic and Inputs 1, 2, 3 and 4 used, 96kHz/24-bit (stereo x 3)</td>
<td>09:45</td>
</tr>
</tbody>
</table>

Note: The above times are estimates.

Note: Approximate continuous recording times when using battery power were calculated using our own testing method. They may differ greatly depending on operating conditions.

#### Power

<table>
<thead>
<tr>
<th>Operating using 4 AA batteries</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>AC adapter: DC5V 1A AD-17</td>
<td></td>
</tr>
<tr>
<td>USB bus power</td>
<td></td>
</tr>
</tbody>
</table>

#### Dimensions

| Main unit: 77.8 mm (W) x 152.8 mm (D) x 47.8 mm (H), 280 g |
| XYH-6: 78.9 mm (W) x 60.2 mm (D) x 45.2 mm (H), 130 g |

Note: When using a USB cable designed for recharging, SD card reader and audio interface functions cannot be used.